



## GARY LARSEN THOUGHT HE HAD ALL THE ANSWERS.

Gary had an IQ of 162. He never got anything less than an "A" on his report card. He was a wiz at chess.

Then it happened.

Gary plugged Imagic's Riddle of the Sphinx into his Atari® Video Computer System™.

As Gary slowly, carefully made his way across Egypt's mysterious Valley of the Kings, he was attacked by rock-throwing thieves, plagued by scorpions, and tortured by thirst.

Yet he went on.

After passing the Sphinx, the Temple of Isis, the Great Pyramids, he reached the Temple of Ra where he presented all his treasures.

Unfortunately, he did

not have the correct offering. Ra was not satisfied. Gary had to go back and try again.

And again. And again. And again. And again. And again. And again. And again.

Here you see Gary as he is today. A veggie. Zonked out. Totally.

This is a warning. Imagic games are created by experts for experts. Do not try to solve the Riddle of the Sphinx if your IQ is equal to or less than your belt size.

After all, a brain is a terrible thing to fry.



Created by experts for experts.

For Atari® VCS.



## RICK COLBY THOUGHT HE WAS HOT STUFF.

Too bad about Rick.  
He was sure he could beat  
almost any game made for his  
Atari® Video Computer System®.

Then he played Imagic's  
Fire Fighter.™

Rick knew he was in trouble  
the second he leaped off the  
fire truck and began hosing  
down the flaming warehouse.

As the fire leaped  
from floor to floor,  
and the panicked  
victim climbed  
higher and higher,  
Rick tried desper-  
ately to reach the top  
floor with his ladder.

But it was just too late. The  
warehouse was turned into a  
burnt-out shell.

And so was Rick.

Please don't let this happen  
to you. Fire Fighter and all of  
Imagic's video games are  
created by experts for experts.  
Do not play this video game  
if you are a weasily, weak,  
uncoordinated nerd.

Unless you want  
to wind up like Rick.



For Atari® VCS.



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